Lyle Blackwood recovered a fumble and was headed for his goal line when the referee ruled that the pass had been incomplete. Miami kicked a field goal, then, with seconds left in the half, a 49er back fumbled the kickoff. Miami recovered and was able to kick another field goal before the half ended to close the lead to 28-16.

The 49ers first drive of the third quarter ended in a field goal. On their next possession, Montana dodged a blitz and fired a 40-yard pass to Tyler. This play set up the touchdown pass of 16 yards to Craig.

Miami was shut out during the second half. Late in the third quarter, cornerback Eric Wright intercepted the ball on his one-yard line to kill Miami's chance for a comeback.

## Starting Lineup

**Design:** Quest, Inc.
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**Software Director:** Alan Roireau
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Consumer Relations
4517 Harford Road
Baltimore, MD 21214

### QUESTIONS OF PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed *"complete"* in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.

### IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.

2. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.

3. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.

4. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own disk drive, but be unable to read software made on a different disk drive for this reason. Be sure your heads are correctly aligned. Your local computer store or dealer can help you with this.

5. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load) to:

**Avalon Hill Microcomputer Games**
4517 Harford Road
Baltimore, Maryland 21214

# SUPERBOWL SUNDAY®

## PLAYBOOK
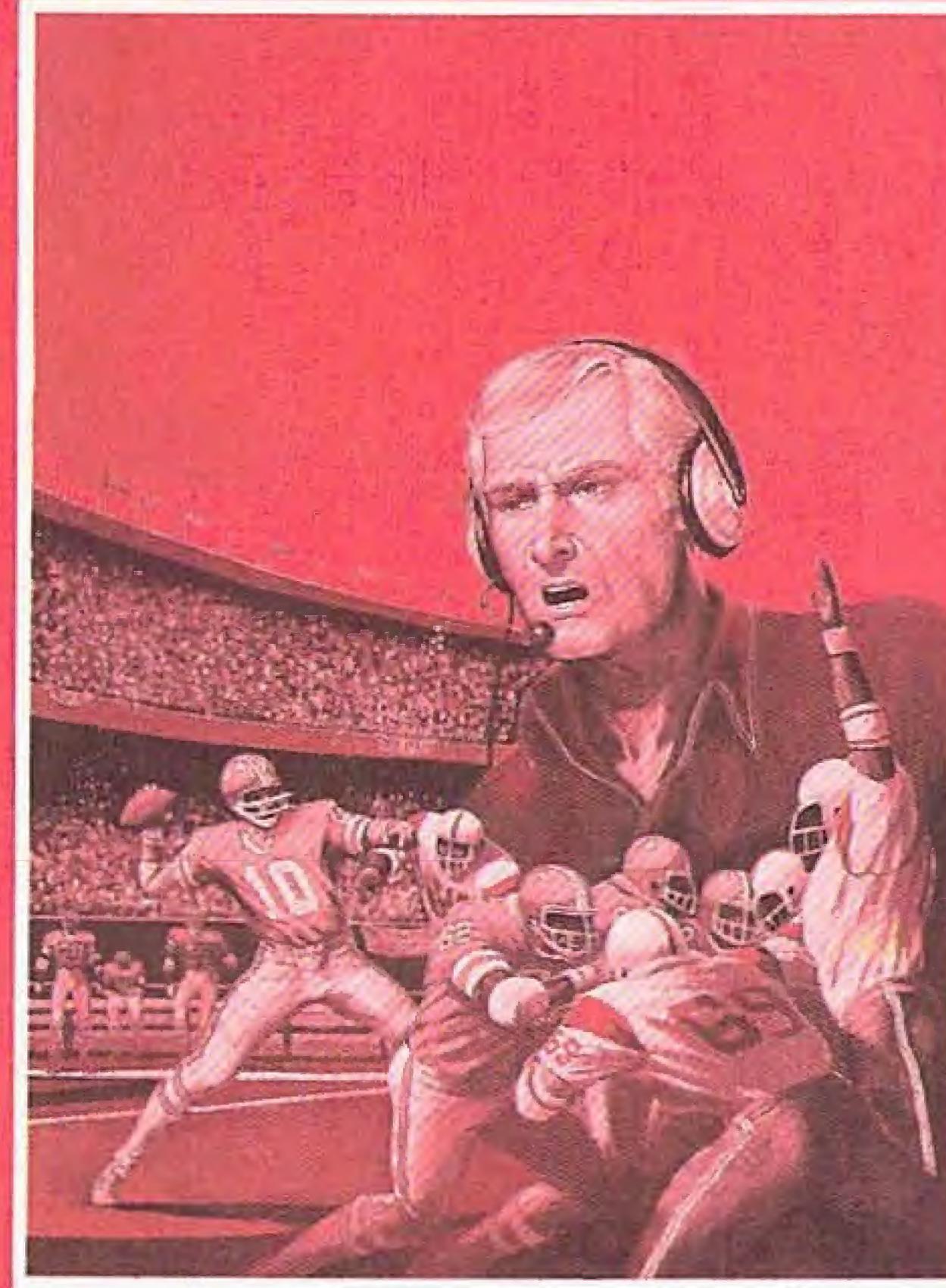


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**The Avalon Hill Game Company**

# SUPER BOWL SUNDAY

Theismann handed the ball to Riggins, who cut outside. Don McNeal grabbed for him, but Riggins broke away and ran 43 yards for the TD. For the first time, the Skins were leading 20-17.

The Washington defense assisted by shutting Miami down on their next series. Washington drove to the six and went for another touchdown with two minutes left. Theismann rolled to his right and found wide receiver Charlie Brown just before he stepped out of bounds. With the conversion, Washington joined the ranks of Super Bowl winners with a 27-17 victory.

## Super Bowl XVIII: The Big Blowout
## Los Angeles Raiders (AFC) 38; Washington (NFC) 9
### 29 January 1984

After the victory, Raider owner Al Davis crowed that his team won with the basics — a man-to-man pass defense and a two-back offense that was standard when they used real pigskin for the ball — not with "technical stuff" like the Washington Redskins.

On their side, the Redskins compiled an impressive 16-3 record, and you don't win a Super Bowl, like they did last year, by playing bad football, either.

But this time around, the Raiders dominated the game. The punt from Washington's first series was blocked by Derrick Jensen and recovered in the end zone for the score.

Quarterback Jim Plunkett was unable to drive deep into Washington territory until late in the first half. From his 35, Plunkett threw to Cliff Branch down the middle, who sped to the Washington 15. A 12-yard pass two plays later extended the lead to 14-0.

Washington tried to come back, making it to the 7-yard line before kicking a field goal. With 12 seconds left, Washington tried a "Hail Mary" pass from their 12. Jack Squirek, a fast linebacker sent in for that particular play, snatched the pass intended for Joe Washington and streaked down the sidelines for another touchdown.

In the third quarter, Theismann drove the Redskins 70 yards to cut LA's lead to 21-9. But the Raiders moved to the Washington 5, where, on a second and goal situation, Marcus Allen cut to the inside past the defense for the score. On the last play of the quarter, Allen took the ball again, and from the LA 26, he moved out, cut to the inside again, and ran 74 yards for the TD.

Allen's performance broke Riggin's rushing record of 20 carries and 191 yards, made the longest run (74 yards) and the best all-around ground-moving record of 209 yards by catching two passes for 18 yards.

## Super Bowl XIX: West Coast Dominance
## San Francisco (NFC) 38; Miami (AFC) 16
### 27 January 1985

In what turned out to be an easy blowout, San Francisco quarterback Joe Montana completed 24 of 35 passes for 331 yards (a Super Bowl record) and three touchdown passes. The 49ers set new Super Bowl records, gaining 537 yards in total offense, 326 yards passing and 211 yards rushing.

After the Dolphin's first possession resulted in a field goal, the 49ers came back with a 33-yard touchdown pass to Carl Monroe to take the lead. A Miami touchdown gave them a 10-7 margin, but on the next series, Montana sent Roger Craig over from the eight to score again. Then, from the six, Montana aborted a slant play to take the ball in himself.

The 49ers were leading 21-10 in the second quarter when they scored again. They were fortunate in that series. On a previous play, Dolphin free safety

line. Another field goal was made that saw San Francisco into the locker room with a 20-0 lead.

During the second half, the Cincinnati team turned themselves around. A quick drive starting with the kickoff return finished with a touchdown. The next time the Bengals had the ball, Anderson threw a 49-yard bomb putting them on the San Francisco 14. They moved down to the one before two plays were stopped cold by the 49er defense. Fourth down and one. Field goal or touchdown? They went for the TD, but the run was stopped by Jack Reynolds and Dan Bunz.

The fourth period began with a quick score by the Bengals, cutting the lead to 20-14. The 49ers worried about their faltering offense. With ten minutes left, they had the ball on their 27-yard line. Montana's first pass fell short, and a penalty on the next play moved them back to the 22. Another pass play was caught by Mike Wilson on the 44, and the fuse was lit. Seven running plays brought the ball to the Cincy 23. It was fourth and five when a field goal attempt was made from the 40. It was successful, and the 49ers were leading 23-14. Cincinnati had to score a touchdown and a field goal to win, with only five minutes left to play.

The kickoff put them on the 22-yard line, but when Anderson threw, cornerback Eric Wright intercepted. Another field goal followed, putting the game out of reach. Cincinnati came back with a touchdown of their own, but it only shortened the margin to 26-21.

## Super Bowl XVII: The Strike-Shortened Season
## Washington (NFC) 27; Miami (AFC) 17
### 30 January 1983

It was the year that the strike shortened the season and gave us only one week of Super Bowl hoopla instead of two. The Redskins were back, and their memories of that time were not pleasant. Back in 1973, they faced a Dolphin team that went through a perfect season, and were humbled by them 14-7. For that the Redskins wanted revenge.

The first series by both sides failed to produce a score, but on the second play, Miami quarterback David Woodley found Jimmy Cefalo with a pass, and the wide receiver broke away for a 76-yard touchdown run.

In the second quarter, the Redskins pushed hard, but quarterback John Riggins failed to gain enough yardage, so Mark Mosely kicked a 31-yard field goal. Miami made it down to the three yard line before the Washington defense stalled them. Kicker Uwe von Schamann made a 20-yarder to increase Miami's lead 10-3.

Theismann marched the Redskins the length of the field, ending in a four-yard pass to wide receiver Alvin Garrett to tie the game 10-10. Washington had little chance to enjoy their comeback; Fulton Walker raced the kickoff return 98 yards for a touchdown. The next Washington drive got them to the Miami 8 before time ran out for the half, with Miami holding a 17-10 lead.

The third quarter opened with a disappointing Washington possession that saw Riggins losing a yard and Theismann sacked and throwing an interception. On their next possession, a reverse brought the Skins to the Miami 9. The drive stalled, forcing a field goal that cut the lead to 17-13.

Two interceptions marred Theismann's play. A fourth quarter trick play saw Riggins faking a run, then lateralling the ball back to Theismann. But the quarterback found defensive safety Lyle Blackwood on the one-yard line instead of the intended receiver. Miami could not score, and punted. When Washington was fourth and one on the Miami 43, everyone knew that Riggins would get the ball again. Ten Miami players were on the line of scrimmage.

YOU'RE THE COACH. THE BALL IS ON THEIR 42 YARD LINE AND THERE'S ENOUGH TIME FOR ONE MORE PLAY. THIS IS FOR THE CHAMPIONSHIP. DO YOU GO FOR THE TIE WITH A 52 YARD FIELD GOAL OR GO FOR BROKE WITH A "HAIL MARY" PASS? **Super Bowl Sunday** LEAVES THE DECISION TO YOU.

**Super Bowl Sunday** is three exciting games and twenty SUPER BOWL TEAMS, all on one disk.

In the solitaire game, match your managing skills and wits against a sophisticated computer opponent. The computer has been programmed to call the plays as the real team did that season. Good luck . . . because in addition to efficiently using its players, and mixing the plays up, your opponent is extremely intelligent. Just like a real coach, the computer keeps track of the plays you have been successful with and adjusts its defense to minimize your offense. And when there is a penalty, the computer's intelligence accepts or declines the penalties based upon the game situation. If the computer is ahead toward the end of the game, it will not take risks in its play selection. Having a smart computer opponent is a new game feature only large main frame computers could emulate until **Super Bowl Sunday**.

In the two-player game you and your opponent will be able to match your coaching skills against each other.

Hand the ball off to John Riggins on 3rd and short, or have Joe Namath pass deep to Don Maynard on 3rd and long. The success of the play you call will depend on the relative strengths and skills of the actual players, as well as the game situation. Replay the great games of the past or mix and match past champions to see which was the greatest of all time.

## 1.0 HOW TO LOAD THE GAME

STEP 1: Remove all cartridges. (Load cartridges are available that assist with the loading of programs.)

STEP 2: If you want to play a two-player game, you may want to plug a joystick into Port 2 of your computer for defensive play selection. However, a joystick is not required. (See rules section 13.0.)

STEP 3: Turn on your disk drive and computer, and insert the game disk into the disk drive.

STEP 4: FOR THE SOLITAIRE OR TWO PLAYER GAMES:

Type: **LOAD " * ",8,1** and press RETURN. Throughout the game, the command (CR) means that you should press the RETURN key.

STEP 5: The program will ask you if you want to play a one or two player game. Key either **1** or **2** for the number of game players and press RETURN.

STEP 6: FOR THE AUTOPLAY GAME:

Type: **LOAD "AUTOPLAY",8,1** and press RETURN. When the READY prompt appears, type: RUN and press RETURN.

**NOTE: Super Bowl Sunday** is one of the largest single programs made for the C-64. The game will take about 4 minutes to load. Once loaded the game will not return to the disk drive unless you restart the game (see 7.0).

³ Trademark of Commodore Business Machines.

# 2.0 HOW TO GET STARTED

It's January of 1985. The San Francisco 49ers are facing the Miami Dolphins in Stanford Stadium. The tradition and excitement that began close to two decades ago with coach Vince Lombardi's invincible Green Bay Packers will be continued before millions of fans around the world. The 49ers line up for the kickoff, the roar of 84,059 fans drowning out everything else. As the kicker completes his final step before the ball, the world pauses for that one moment as sports history is being made.

## 2.1 TEAM SELECTION

Once the game has loaded, a team menu of twenty Super Bowl teams will be displayed. At the bottom of the team menu screen you will be prompted to:

1) ENTER THE VISITING TEAM NUMBER. Enter the number next to the team name that you want playing, and press RETURN. The screen will then prompt you to:

2) ENTER THE HOME TEAM NUMBER. Enter the number next to the second team name that you want playing and press RETURN. In a solitaire game you will control the home team.

If you have entered a team number by mistake and have not yet pressed RETURN, delete the wrong number by hitting the INST/DEL key on your keyboard. If you have entered an unwanted number and pressed RETURN, you can only correct the mistake by restarting (see 7.0).

## 2.2 PLAYING TIME

There will be times when you will not be able to complete a regulation game (15 minute quarters) and yet you want to play. **Super Bowl Sunday** lets you choose from three different game lengths. The time to play will vary according to your playing style. The following are estimated times to play based on the solitaire game.

> 1 = 5 Minute Quarters — 20 minute game
> 2 = 10 Minute Quarters — 35 minute game
> 3 = 15 Minute Quarters — 45 minute game

Enter either a **1, 2,** or **3** for the quarter length you want to play. This will trigger the beginning of the game and the opening kickoff.

## 2.3 KICKING OFF

The Home Team will automatically receive the kickoff at the start of all games. At the start of the second half, the Visiting Team will receive the kickoff. If the game goes into overtime, the Home Team will receive the kickoff.

The solitaire game will begin with a scoreboard screen showing the result of the kickoff and the field position of the Home Team. When a two-player game begins, you will see a screen prompting the Home Team to choose either a normal or onsides kick. Make your choice by depressing either the **F1** or **F3** key located on the right side of your keyboard. If an onside kick is recovered by the offense, then the attempt failed. The receiving team has the ball.

While the game is loading (you have 4 minutes) you may want to have a formal coin toss to determine who will be the Home Team in a two-player game.

4

---

The ball was turned over, and from his 20-yard line, Plunkett called a pass play. The defense charged, and Plunkett scrambled hard before firing a pass to Kenny King on the 39. The halfback caught the ball on his shoulder and ran the rest of the way for a touchdown. By the end of the first quarter, Plunkett had completed all four of his passes, two of them for touchdowns, and the Raiders were on top 14-0.

The defenses for both sides toughened up in the second quarter. The only score came when an Eagle drive stalled on the Raider 26, forcing a field goal kick.

Receiving the ball at the start of the half, Plunkett masterminded a drive that led to a 29-yard bullet pass to Cliff Branch on the goal line. With the extra point, the Raiders were leading 21-3.

The Eagles needed to score on their next drive. Starting on their own 10, Jaworski drove the team down to the Oakland 34. Then, on a 3rd and 3 play, Rod Martin intercepted a pass meant for John Spagnola. From there, Plunkett took the ball back far enough for a field goal kick that built Oakland's lead to 24-3.

It was two minutes into the fourth quarter before Jaworski fired an 8-yard touchdown pass to Keith Krepfle for the Eagle's first touchdown. The kick-off return put Oakland on the 11-yard line, but they roared back in a relentless grinding drive that put them on the Eagle 17. The field goal made it a 27-10 game with eight minutes left. The Eagles tried to score again. They failed on two occasions, and on one of those drives Martin intercepted his third pass, setting a Super Bowl record.

It was a game marred by several key interceptions. Jaworski had completed 18 of 38 for 291 yards; better than Plunkett's record. But Oakland had the points, and they became the first wild-card team to win the Super Bowl.

## Super Bowl XVI: The Long Shot Bowl
## San Francisco (NFC) 26; Cincinnati (AFC) 21
### 24 January 1982

Nobody expected either team to make it this far. They had 6-10 records the previous year, and there was not a hint that they would do better this year. Yet they did it. The 49ers had a 13-3 record — the best in the NFL — and Cincinnati finished 12-4. The odds put the 49ers a one-point favorite.

The opening kickoff was fumbled by the 49ers, and Cincinnati began with the ball on the 26 yard-line. They pushed to the five-yard line, and prepared to hit the end zone. But in three plays, Charles Alexander was stopped cold at the line of scrimmage and quarterback Ken Anderson was sacked. Then, safety Dwight Hicks intercepted a pass and ran to the 32-yard line before being tackled.

Joe Montana moved the 49ers with a screen pass for six yards, and another pass brought them to the 44. The next play saw his third straight pass that moved them to the Cincy 47. Then came a handoff to Ricky Patton. Moving to his right, he passed off the ball to wide receiver Freddie Solomon, who flipped it back to Montana. Montana fired a 14-yard pass for a 1st and 10 on the 33-yard line. Three running plays brought them to the 15, where Montana threw to Solomon for the TD.

The next 49ers possession saw a 12-play 92-yard touchdown drive. With 4:11 to go, they took over again, this time on their 34-yard line, and drove deep into Bengal territory before settling for a field goal. There was only 15 seconds left when Cincinnati back Archie Griffin fumbled the kickoff return. Milt McColl recovered the ball on the four-yard line with enough time for one or two plays. An illegal procedure penalty put the 49ers back to the nine-yard

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touchdown pass deflected, Staubach went into the shotgun and threw a TD pass to Tony Hill on the 26.

Dallas scored again when Thomas "Hollywood" Henderson sacked Bradshaw and squeezed the ball out of his grip. Mike Hegman picked it up and ran 37 yards for the score. A 75-yard Pittsburgh touchdown run by Stallworth tied the game at 14, then they scored again on a pass-run option to Rocky Beleier in the end zone, giving Pittsburgh a 21-14 lead at the end of the first half.

In the third quarter, Staubach called a pass from the Pittsburgh 10. The blitz was on, but he lofted an easy throw to Jackie Smith, who was running into the end zone. He slipped and the ball hit him in the chest and bounced off. Dallas had to settle for a field goal. Three points instead of seven, a four-point difference that would mean a lot when the game ended.

Pittsburgh held a 21-17 lead, but they blew it open in the fourth quarter. First came a 22-yard touchdown run by Franco Harris. After Dallas fumbled the kickoff return, a fantastic catch by Lynn Swann in the end zone extended the score to 35-17 with seven minutes left.

But Dallas came back. After driving from his 11 to the Steeler 7, Staubach found Billy Joe DuPree in the end zone. A successful on-side kick spurred Dallas into another touchdown. It was only 35-31, but there was 22 seconds left. That meant an on-side kick, the one play for which everyone was watching. The Steelers put more men on the front line, but the kick blooped over their heads. Rocky Bleier fell on it, and the Pittsburgh Steelers became the first team to win three Super Bowls.

## Super Bowl XV: Plunkett's Comeback
## Oakland (AFC) 27; Philadelphia (NFC) 10
### 25 January 1981

It was not the best of times for the team from Oakland. Kenny Stabler was gone, sent off to Houston for Dan Pastorini. Their Super Bowl II coach, John Rauch, was gone, as was John Madden, their coach for XI. The Oakland team that won a Super Bowl in 1977 was gone, and what was left finished 9-7 in the last two years. "A team in transition" was the polite phrase, and at the beginning of the season, they hoped that the Stabler/Pastorini trade would help.

Then Pastorini broke his leg, and the club won only two of its first five games. The quarterback job was turned over to Jim Plunkett, a former star with the New England Patriots in the early 70s who was traded to the 49ers after slumping. Hopes were not high as the team swung into the second half of the season.

But through some mysterious chemistry, Plunkett and the team clicked. The Raiders began winning. At season's end, they had won 9 of the final 11 games to finish 11-5, second in the western division. They also qualified as the wild card entry in the Super Bowl sweepstakes. In the playoffs, the revitalized Raiders beat the Houston Oilers, the Cleveland Browns, and the San Diego Chargers. They were Super Bowl bound.

Opposing the boys from the West Coast was the Philadelphia Eagles, a team which had beaten the Dallas Cowboys in the playoffs. In addition, they had defeated the Raiders 10-7 in the regular season, sacking Plunkett eight times in that game.

Soon after the kickoff, Oakland intercepted a Ron Jaworski pass to John Spagnola. Plunkett's first series began on the Eagle 30. Eight plays later the Raiders scored first.

A Philadelphia touchdown pass was called back on an illegal motion penalty.

```
                        TIME
                        14:30
                    1    2    3    4    TOTAL
     MIA   1984     00   00   00   00      00
     SF    1984     00   00   00   00      00
   * * * * * * * * * * * * * * * * * * * *

   TIME OUT          QTR   DOWN    TO GO
   HT = 3             1     1       10
                              BALL ON
   VT = 3                        13
   * * * * * * * * * * * * * * * * * * * *

             KICKOFF TO THE + 07
             RETURNED BY MONROE
                FOR 12 YARDS
```

The scoreboard screen will report the result of each play and keep you informed of the progress of the game. It is divided into three areas.

Area 1 is the upper part of the scoreboard where the time and scores are displayed. The time is the remaining minutes and seconds of the quarter now underway. Scores are shown for each team by quarter, as well as the running total for the game.

Area 2 is the middle part of the scoreboard showing Time Outs and the current game situation. Time Outs remaining are shown for both the Home Team (HT) and Visiting Team (VT). Each team gets 3 Time Outs per half game. The right side of the middle of the scoreboard shows the number of the quarter underway (QTR), the number of the down about to be played (DOWN), the yardage needed for a 1st Down or Touchdown (TO GO), and the current position of the ball on the field (BALL ON). The number and arrow below BALL ON indicates which side of the field the ball is on: the left side or the right side.

Area 3 is the bottom of the scoreboard showing the result of the last play. It will show the players involved in the play and the yardage gained or lost.

When the scoreboard is displayed, hit any key to continue.

## 3.0 PLAYING OFFENSE

It is first and 10 and the 49ers first possession begins on their 19-yard line. Hoping to catch Miami off-guard, quarterback Joe Montana calls a pass play; a short pass to the team's leading receiver, Dwight Clark. He orders the pro-set offensive formation to protect the pocket. The center calls the break, and the action shifts to the line of scrimmage.

**Super Bowl Sunday** has eleven offensive plays and three different offensive formation selections. Each team has available two quarterbacks, four running backs, and ten receivers. When your team has the ball, hitting any key from the scoreboard screen will display the offensive play menu.

### 3.1 OFFENSIVE PLAY SELECTION

As head coach your first decision is the type of play to call. Enter the number or letter of the play you want and hit the Return key. If you want to

change your mind before hitting the Return, just select again. The computer records only the last selection you make before you hit Return.

## 3.2 FORMATION

From the next menu select one of the following three offensive formations: (see pages 14-16)

**1=PRO-SET:** A two-back offense with a receiver set wide. This is the most frequently used formation in professional football.

**2=3 BACKS:** An extra running back is in play to help block. This formation is used most often for short yardage. There is no flanker available to pass to.

**3=4 RECEIVERS:** A single-back offense with two flankers, a wide receiver, and a tight end. This formation is used only with passing play selections and will increase your pass completion percentage because you are spreading out the defensive coverage. You risk a higher chance of a sack because you have less blocking in the backfield.

Enter either a **1**, **2**, or **3** for the formation you want and hit RETURN.

## 3.3 RUNNING PLAY SELECTION

### ENTER RUNNER

| NAME | | ATT | YRDS | AVG | TD |
|------|-----|-----|------|-----|-----|
| 1 = TYLER | BK1 | 246 | 1262 | 5.1 | 07 |
| 2 = CRAIG | BK2 | 155 | 649 | 4.2 | 07 |
| 3 = HARMON | BK3 | 39 | 192 | 4.9 | 01 |
| 4 = RING | BK4 | 38 | 162 | 4.3 | 03 |

If you choose a running play your next decision is who will carry the ball. **Super Bowl Sunday** provides you with a season summary of the rushing statistics for the four top ball carriers of your team. You will be shown the number of times each player attempted to carry the ball (ATT), the total yardage he gained (YRDS), the average number of yards he gained per carry (AVG), and the number of touchdowns he scored (TD). (While this screen provides you with season summary statistics, the game is actually using over 25 running statistics and 5 different parameters per player.) Select the back to carry the ball by entering the number to the left of his name and hitting RETURN.

SPECIAL NOTE: There are two factors in the game, just like real football, to prevent you from continually running the same back.

1) If you continue to run the same back the defenses will key on that back, reducing his gains.

2) If a back is run more than three consecutive plays, a built-in fatigue factor will decrease his gains on each additional consecutive carry.

## 3.4 PASS PLAY SELECTION

### ENTER QUARTERBACK

| NAME | ATT | YRDS | %COMP | TD |
|------|-----|------|-------|-----|
| 1 = MONTANA | 432 | 3630 | 64.6 | 28 |
| 2 = CAVANAUGH | 61 | 449 | 54.1 | 04 |

Quarterback Selection: If you selected a pass play (either a long, short, or flat pass), you must decide which quarterback you want to throw the pass. Similar to the running backs, the quarterbacks have their season passing statistics shown: number of passes attempted (ATT), the total yards gained passing (YRDS), their completion percentage (%), and the number of touch-

It was apparent that anything could happen, including the possibility that the game could go into overtime. With more than a minute left, Morton passed from his 27. Mike Curtis intercepted it and ran to the 28. Two plays took it to the 25, and with five seconds left, Jim O'Brien kicked a 32-yard field goal that won the game, 16-13.

## Super Bowl VIII: Thirty-two And Two
## Miami (AFC) 24; Minnesota (NFC) 7
### 13 January 1974

Miami was hot: they had won every one of their games the previous year and won that Super Bowl by defeating the Washington Redskins 14-7. This year, they had lost two, but won the rest.

From the very first, Miami dominated. Jake Scott took the opening kick-off on his 7 and ran 31 yards before being tackled. Quarterback Bob Griese piloted the team downfield, relying mostly on the legs of Mercury Morris and Larry Csonka for the first score.

When Minnesota was stopped cold on their next series, Miami took the ball and headed for the promised land again. When the score was 14-0, Csonka was well on his way to setting a Super Bowl rushing record, having gained 64 yards in 8 carries thus far.

In the middle of the second quarter, a stalled Dolphin drive ended in a field goal from the 28. Viking Quarterback Fran Tarkenton drove the team from his 20 to the Miami 6. With a fourth and one situation, coach Bud Grant decided to go for the first down, believing that a touchdown would stall Miami's momentum and spark a second-half turnaround. But defensive back Nick Buoniconti tackled Oscar Reed, causing a fumble that was recovered by the Dolphin defense.

On their first possession of the third quarter, the Dolphins methodically marched to the end zone, assisted by a 27-yard pass caught by a diving Paul Warfield. The Dolphins held a commanding 24-0 lead, and Minnesota looked to be the first Super Bowl team to be shut out. But early in the fourth quarter, Tarkenton capped a drive by rushing the final four yards for the TD.

At game's end, Csonka had cracked the rushing record held by Matt Snell of the Jets, carrying 33 times for 145 yards. But the big statistic belonged to the team, winning three Super Bowls and compiling a 32-2 record over two seasons.

## Super Bowl XIII:
## Irresistible Forces & Immovable Objects
## Pittsburgh (AFC) 35; Dallas (NFC) 31
### 21 January 1979

This game held a number of firsts. Both teams had won two Super Bowls before, and the winner this time would be the first to win three. It was the first bowl rematch, and probably the first time that the $30 tickets were selling for over $200. The teams were considered evenly matched: Roger Staubach was the NFL's top passer, and Terry Bradshaw was second. Each had a strong offense and defense, so there was much discussion over which team would prevail.

Dallas received the kickoff, but Tony Dorsett fumbled the ball on the next play. Recovering the ball on their 34, Bradshaw moved the ball to the Dallas 28, where he found John Stallworth in the end zone for the score.

A series of exchanges followed. Bradshaw was interecepted once and sacked once, the latter causing a fumble that put Dallas on the Steeler 41. With one

First, they had an 11-3 record, winning the AFL title by defeating the Oakland Raiders 27-23 in a come-from-behind game in which Namath threw three touchdown passes. The oddsmakers obligingly made the Baltimore Colts 18-point favorites, and with good reason: Baltimore came to the game with a 13-1 record, and had blanked Cleveland 34-0 to win the title.

Then came Namath's speech while receiving an award in Miami. "The Jets will win Sunday. I guarantee it," he said.

The first quarter ended scoreless, with both sides not doing well offensively. The Jets couldn't move past their 40 until late in the quarter, and a Baltimore drive ended in a missed field goal from the Jets 27.

Recovering a fumbled pass completion saw the Colts on the 12-yard line at the start of the 2nd quarter. Earl Morrall passed to Tom Mitchell in the end zone, but middle lineback Al Atkinson deflected the ball into Randy Beverly's arms. Then it was Namath's turn. Starting on his 20-yard line, he masterminded a 12-play drive ending in Matt Snell scoring the touchdown on a four-yard run. The half ended with the underdog Jets leading 7-0.

In the second half, Ralph Baker recovered a Baltimore fumble on their 33. This drive ended with a field goal making it 10-0. On their next series, Namath drove the team to the Colts' 23-yard line before injuring his thumb. While Namath rested, Jim Turner kicked his second field goal.

When the fourth quarter began, Johnny Unitas replaced Morrall as quarterback. But it was the Jets who scored again: a Turner field goal set up by a 39-yard pass to George Sauer. Unitas was able to score with an eight-yard touchdown run by Jerry Hill near the end of the game, but it was too late. With the 16-7 upset, the AFL had achieved parity with the NFL.

## Super Bowl V: The Error Bowl
## Baltimore (AFC) 16; Dallas (NFC) 13
### 17 January 1971

The opening salvos of the game were blanks as neither Dallas or Baltimore could move the ball. A Johnny Unitas pass was intercepted, but Dallas went nowhere and they had to punt. Again, Baltimore failed to move, and their punter fumbled the kick on the nine-yard line and Dallas recovered. Quarterback Craig Morton tried a touchdown pass, but it sailed high over the receiver's head, and they had to settle for a field goal.

In the second quarter, another possible Dallas touchdown was lost when Morton threw from the Baltimore 7 to the wrong man. With a 15-yard Intentional Grounding penalty, they couldn't get closer and had to kick a second field goal.

Baltimore tied the score on a blooper play of its own. A Unitas pass bounced off several players into the arms of John Mackey, who ran for a 75-yard touchdown. The point-after attempt failed.

But Dallas came back, sacking Unitas and causing a fumble which Jethro Pugh recovered on the 28. A 7-yard touchdown pass to Duane Thomas gave them a 13-6 lead. On the next series, disaster struck as Unitas was hurt. On their next drive, substitute Earl Morrall made it to the Dallas 2-yard line before a pass was intercepted by Chuck Howley.

The ball problems continued. In the third quarter, Jim Duncan fumbled the kickoff return and Dallas recovered. They made it to the 2 before fumbling. Baltimore recovered on the 1, but failed to score. In the fourth quarter, a Morrall pass was intercepted in the end zone by Howley, and another offense by the Colts ended with a fumble in the Dallas end zone.

Baltimore persevered. Intercepting a Craig Morton pass, Rick Volk made it to the three. On the next play, Morrall sent Tom Nowatzke over for the tieing touchdown.

downs they threw (TD). The number of completed passes, the yardage gained, and the chance of an interception vary for each quarterback and for the type of pass thrown. For example, flat passes have a high completion rate, but gain low yardage. Long passes have a lower completion rate, but gain more yardage and are easier to intercept.

Enter the number of the quarterback you want to pass and press RETURN. Pressing RETURN without a number key will automatically place the number 1 quarterback into play.

**ENTER RECEIVER**

| NAME | | REC | YRDS | AVG | TD |
|------|------|-----|------|-----|-----|
| 1 = SOLOMAN | SE1 | 40 | 737 | 18.4 | 10 |
| 2 = CLARK | FL1 | 52 | 880 | 16.9 | 06 |
| 3 = COOPER | TE1 | 41 | 459 | 11.2 | 04 |
| 4 = TYLER | BK1 | 28 | 230 | 8.2 | 02 |
| 5 = CRAIG | BK2 | 71 | 675 | 9.5 | 03 |
| 6 = WILSON | FL2 | 17 | 245 | 14.4 | 01 |
| 7 = NEHEMIAH | SE2 | 18 | 357 | 19.8 | 02 |
| 8 = FRANCIS | TE2 | 23 | 285 | 12.4 | 02 |
| 9 = HARMON | BK3 | 1 | 2 | 2.0 | 00 |
| A = RING | BK4 | 3 | 10 | 3.3 | 00 |

Receiver Selection: Each team has ten receivers. Next to the player's name you will see the position he played most often during the regular season.

SE = SPLIT END
FL = FLANKER
TE = TIGHT END
BK = BACK

Each receiver's season statistics are displayed to help you decide who to pass to: the number of passes he caught (REC), the total yards he gained (YRDS), the average yardage gained per reception (AVG), and the number of touchdowns he scored (TD).

Enter the number to the left of the name of the receiver that you want to catch the pass and hit RETURN. The screen will now display an overhead view of the field and the players of the two teams. Hit any key again and watch the action.

## 4.0 PLAYER RUN AND PASS RATINGS

### 4.1 DESCRIPTION

The RR and PR notation next to the linebacker's names refer to run and pass ratings assigned to each offensive and defensive player (higher numbers are better). These ratings, based on the player's performance that season, are considered by the computer in determining the result of a play. For example, if a halfback runs into the area of a 5 run-rated linebacker with a 3 run-rated offensive lineman blocking for him, then the yards gained will be reduced substantially. (However you may choose to run that type of play for strategic purposes, because the computer will adjust its defense to the type of plays you are running.)

The opposite is true if a 5 run-rated offensive lineman blocks against a 3 run-rated defensive player. The greater the differences between the player's ratings the greater the difference in the play's result.

Like the run rating, each defensive player and offensive lineman has a pass rating which affects sacks, pass completions, and interception percentages.

## 4.2 REVIEWING PLAYER RATINGS

You can examine and print out the player ratings to help plan your offensive and defensive strategy. To review the ratings, hit the **L** key while any of the offensive or defensive menus are displayed. For example, when you have the ball and the screen is prompting you to select your play, hit **L** and review your offensive ratings versus the defense. You will first see the line matchups. If you want to save this information, press **P** and the match-ups will be printed out for you. Hit RETURN, and the defensive backfield matchups will be displayed. They can also be printed out by pressing **P**. Hit RETURN again and you will be returned to the game. You can examine the ratings of your defense and the opposing offense when either of the defensive menus are displayed.

# 5.0 PLAYING DEFENSE

On the first play of the game, the Miami player knows nothing about the other player's style of play. He could be a gambler and try a pass to any of the receivers. Or, since he has Wendell Tyler and Roger Craig, he could stick to the running game. A pass would be risky, since a loss here will put them in an even deeper hole, so the defense looks for a running play, keying on either man if they run from the backfield.

Both teams have lined up, the quarterback is calling the signals. The ball is hiked. The linebackers wait for the backfield to move, but they run to the flank and never move downfield.

With plenty of time, Montana waits until the right moment to release the pass. It loops high to Clark, who reaches back and makes an easy catch. With the defenseman close behind, he makes it to the 36 before being hauled down. Both teams return to the huddle and the play selection begins again.

As the captain of the defense, you have many decisions to make. Do you suspect a pass or a run? Should you key on a particular back or double team a receiver? Your first decision is to select the pass, run, or normal defense.

**1** = RUN DEFENSE: You are looking for the offense to run. If they do, you will reduce the yardage gained. However, if the offense calls a pass, the probability of a completed pass is increased and probability of an interception is decreased.

**2** = PASS DEFENSE: You are looking for the offense to pass. If they do, you will reduce the probability of a completed pass because the linebackers as well as the safeties will be covering the receivers tighter. Because you are looking for a pass, the chance for an interception is increased.

**3** = NORMAL DEFENSE: You think that a run is equally as likely as a pass. With this defense the run yardage or pass completion and interception probabilities are not biased for the situation.

Enter the number of your choice, **1**, **2**, or **3**.

# 6.0 SPECIAL DEFENSES

The screen will now show a menu of special defense calls you can put in effect, including linebacker blitzes, keys on running backs, the short yardage

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## Super Bowl I: The Opening Salvo
## Green Bay (NFL) 35; Kansas City (AFL) 10
### 15 January 1967

It was a historic occasion, more because the Super Bowl traditions were established here at the Los Angeles Memorial Coliseum, than the fact that the Green Bay Packers was facing the Kansas City Chiefs. With the creation of the American Football League in 1960, competition for players evolved into bidding wars that dramatically increased player salaries. The rivalry grew so intense that, by 1966, the solution to the owners was to merge the league. Although it would be four years before the merger took place, they decided to play the championship game immediately. Thus, the Super Bowl was born.

Led by quarterback Bart Starr, the Green Bay Packers had won four of the last five league championships, and had been picked as a 13-point favorite to win this one. That Super Bowl I happened was an event symbolizing the emergence of the American Football League, and its acceptance by the older, more established National League.

Though few thought that the Chiefs could stop the Packers (and no other team had a better chance), it was appropriate that they were there anyway. The Chiefs owner, Lamar Hunt, was one of eight men who launched the league in 1960, and had coined the name Super Bowl.

For the quarterbacks starting the game, being there was a confirmation of the faith their coaches placed in them. For five years prior to joining the AFL, Len Dawson sat on the bench at Pittsburgh and Cleveland. When Chief's coach Hank Stram was assistant coach at Purdue, Dawson was quarterback. Later, he remembered Dawson and obtained him for the Chiefs. The result was that Dawson had led the AFL in passing for three out of the last five years.

Green Bay quarterback Bart Starr had an equally arduous task. Selected on the 17th round of the 1956 draft, he was the 199th player chosen.

The first half surprised those expecting an easy Packer victory. Starr attempted a series of passes and runs, and was sacked twice in return. But from the Chiefs 37 he passed to Max McGee on the 19, who caught the ball one-handed and charged into the end zone.

The Chiefs came back in the next series. In the second quarter, Dawson pushed the team to the Packer 7, then passed to Curtis McClinton for the score.

But on the next series, Starr drove the team to the 14, then sent Jim Taylor around one end to take the lead 14-7. The Chiefs kicked a field goal from the 24 with less than a minute remaining. At halftime, the Packers led 14-10, but the Chiefs had gained 181 yards and 11 first downs, more than the Packers 164 and 9. Both Starr and Dawson had completed all their passes.

Packer receiver Willie Wood blew the game open in the third quarter. Intercepting a third down pass, he ran 50 yards before being tackled on the Kansas City five-yard line. One play later, Elijah Pitts went over the top and it was Green Bay 21, Kansas City 10. The Packers scored with a 13-yard bullet to Max McGee in the third quarter, and once more in the fourth on a one-yard run by Pitts to win the first Super Bowl 35-10.

It would not be their last.

## Super Bowl III: Namath's Guarantee
## New York (AFL) 16; Baltimore (NFL) 7
### 12 January 1969

Given the law of averages and an eternity of games, it was inevitable that the AFL would win their first Super Bowl. But few would have expected it to be done in the style of Joe Namath and the New York Jets.

defense, the pass prevent defense, and double coverage of receivers. Select your special defenses by entering a number (or numbers if more than one linebacker is blitzing), and/or a letter. You can enter more than one type of special defense. However, in some cases they contradict each other. For example, you can blitz a linebacker or call for the short yardage defense, but then these linebackers cannot double team receivers. When special defenses conflict, the computer will put only the last one entered into effect.

## SELECT DEFENSE
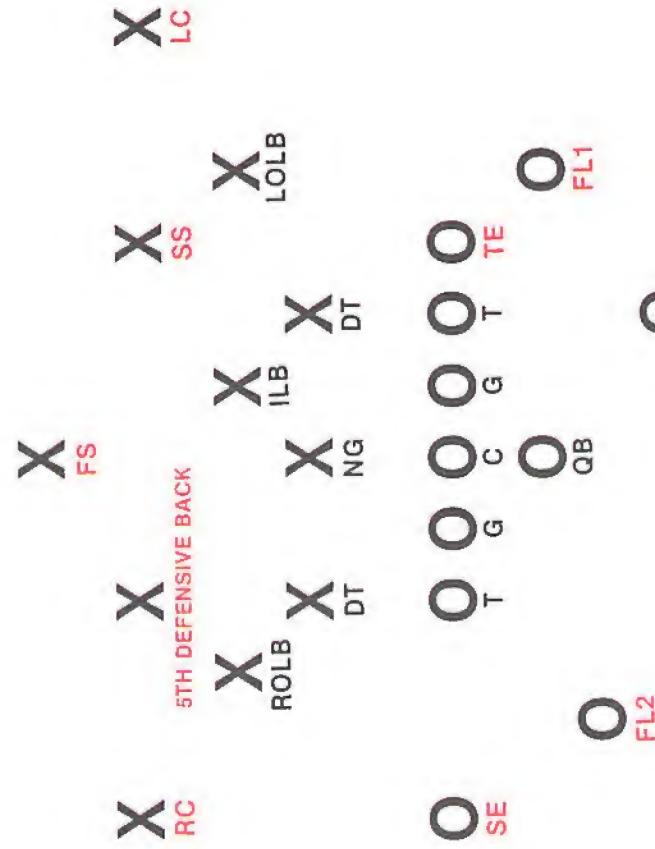
LINEBACKER BLITZ

| | | | |
|---|---|---|---|
| 1 = TOP OLB BRUDZINSK | | RR = 3 | PR = 3 |
| 2 = TOP ILB/MLB DUHE | | RR = 5 | PR = 3 |
| 3 = BOTTOM ILB RHONE | | RR = 3 | PR = 3 |
| 4 = BOTTOM OLB BOWSER | | RR = 3 | PR = 4 |

RUN KEYS
5 = BACK #1 TYLER OR HARMON
6 = BACK #2 CRAIG OR RING

SHORT YARDAGE DEFENSE
7 = 6 MAN LINE

PASS PREVENT DEFENSE
8 = 5TH DEF BACK KOZLOWSKI

DOUBLE COVER
A = TE   COOPER OR FRANCIS
B = SE   SOLOMAN OR NEHEMIAH
C = FL1  CLARK OR WILSON
D = FL2  WILSON

ENTER SELECTIONS THEN PRESS (CR)

### 6.1 LINEBACKER BLITZES

#1 TOP OLB       Top Outside Linebacker
#2 TOP ILB/MLB   Top Inside Linebacker or Middle Linebacker
#3 BOTTOM ILB    Bottom Inside Linebacker
#4 BOTTOM OLB    Bottom Outside Linebacker

Note: The terms top and bottom have replaced the traditional terms left and right for convenience.

You can blitz any or all of your 3 or 4 linebackers by entering the numbers 1-4 corresponding to the name of the player you want to send. The number of names appearing tells you how many linebackers your defense normally plays with, and thus who you can blitz. A blitzing linebacker is not available to double team a receiver on his part of the field.

BLITZING TOP AND BOTTOM OUTSIDE LINEBACKERS: If a run is directed at a blitzing outside linebacker's zone (a sweep), that linebacker is more likely to stop the play for less yards. If the offense has chosen a pass, the outside linebacker has a better chance to sack the quarterback. However, if the offense throws a flat pass to the halfback on the blitzing linebacker's side, the linebacker's zone will be empty and the running back will gain about 15 yards.

BLITZING TOP AND BOTTOM INSIDE LINEBACKERS: If a run is directed at the blitzing inside linebacker's zone, he will be in a better position to stop the run for no gain or a loss. If the offense selects a pass play, the blitzing linebacker will have a better chance to sack the quarterback. However, if the offense has chosen a short pass to the tight end, the chance for a completed pass is increased.

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## 5 DEFENSIVE BACKS

Defensive formation:
X FS
X SS   X LC
X RC   X ROLB   X DT   X NG   X ILB   X DT   X LOLB
5TH DEFENSIVE BACK

Offensive formation:
O SE   O G   O T   O G   O C   O G   O T   O TE   O FL1
O QB
O BK
O FL2

## 4 RECEIVER OFFENSE

A single-back offense with two flankers, a wide receiver, and a tight end. This formation is used only with passing play selections and will increase your pass completion percentage because you are spreading out the defensive coverage. You risk a higher percentage of a sack because you have less blocking in the pocket.

Special Notes: this formation is available for all pass plays except when BK2 or BK4 are the eligible receivers. In that case, the formation switches to the pro-set offense.

## 6.2 KEYING ON RUNNING BACKS

#5 = KEY ON BACK #1 or his substitute
#6 = KEY ON BACK #2 or his substitute

If you suspect that a particular back will be carrying the ball, you can key your defense on to him. If you are correct, then you will reduce the number of yards the back would have otherwise gained. If you key on the wrong back, the actual ball carrier will run for more yards than he normally would have. You may key on both the #1 and #2 back, but not on a third back when three running backs are in play.

## 6.3 THE 6 MAN LINE (KEY #7)

In short yardage situations, this special defense will bring your defenders up to the line of scrimmage to help stop the run. This will reduce the gain from any running plays. However, a short pass will have a greater chance of being completed because the linebackers are somewhat out of position.

## 6.4 FIVE DEFENSIVE BACKS (KEY #8)

In passing situations you may wish to play with 5 defensive backs. (This is often referred to as the "nickle defense.") The 5th defensive back replaces the middle linebacker if your team has a 4 man defensive line and the top inside linebacker if you have a 3 man line. This special defense reduces the chance for a pass completion and increases the chance for an interception. However, if a run is called against this defense, the chance for a longer gain is increased. Also, flat passes will be more difficult to complete, but if completed, they will gain more yardage.

## 6.5 DOUBLE TEAMING RECEIVERS (KEYS A—D)

In addition to the Pass Defense option and entering a 5th defensive back, you may double team individual receivers. The double teaming of a receiver being thrown to reduces the chance of a pass being completed to him, and increases the chance of an interception. If a short pass is thrown to another receiver, the chance for a completion is increased. If a flat pass is thrown to a back on the same side as the doubleteamed receiver, substantial yards will be added to any gain. This happens because the linebacker has vacated his zone and flat pass responsibility. You can double team only one receiver unless you have entered the 5th defensive back, in which case two receivers may be double teamed.

## 7.0 HOW TO RESTART THE GAME

To restart the game, press the R key when the scoreboard is displayed. The team menu will be redisplayed and you can select the new teams you want.

## 8.0 REVIEWING PLAYER STATISTICS

**Super Bowl Sunday** keeps track of each quarterback's, running back's, and receiver's performance and allows you to review or print out the results at any time. The player statistics may be called up when you are at the scoreboard screen by hitting a D key. You will then be prompted to decide whether

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## 3 MAN DEFENSIVE LINE
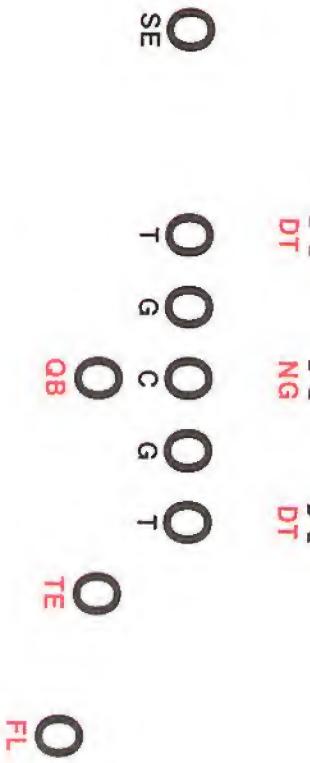


## PRO-SET FORMATION



A two-back offense with the split end set wide to the left and a flanker set to the right. This is the most frequently used formation. It is a versatile offense, allowing the quarterback to pass to the receivers or hand off to his backs.

Special Notes: when you select a pass to FL2, the offense automatically goes into the four receivers formation. On pass plays to the backs, BK2 or BK4 will run into the left-side flat, BK1 or BK3 into the right-side flat.
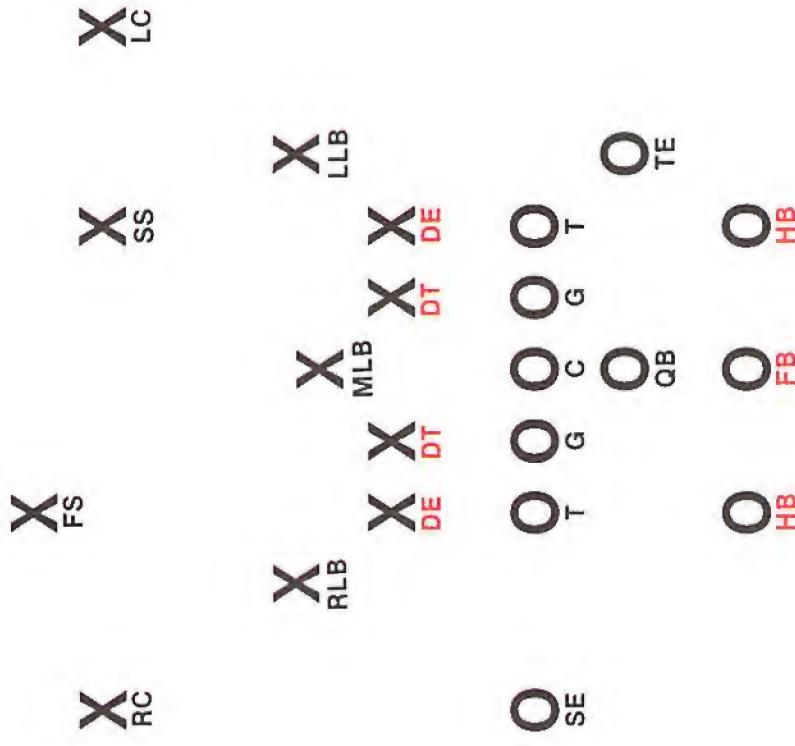
you want the information called up on the screen or printed out. Key **1** for the screen or **2** for the printer. Make certain your printer is connected properly before selecting the printer option. When the game ends and the scoreboard screen is flashing on and off, press **D** to get the final statistics for the game.

# 9.0 CALLING TIME OUTS

Each team may call three time outs per half. When a time out is called, 15 seconds are added to the time remaining on the clock. You may call a time out when the scoreboard is on the screen by keying either the special **F5** or **F7** keys on the right side of your keyboard, as follows:

F5 = Home Team Time Out
F7 = Visiting Team Time Out

# 10.0 PENALTIES

It is first and 10 on the 36. In the huddle, San Francisco quarterback Montana recalls how the front four matches up against the defense. It's an even match; no advantage there. If his backs are to break through the line, they'll have to run when they're not expected. He calls for the run, an off-tackle handoff to Tyler. The defense, suspecting another pass, calls for a four-man linebacker blitz.

The ball is snapped. Tyler has the ball and he slips past the front four. The rushing linebackers, intent on the quarterback, react to the ball carrier flashing past them. Tyler is tackled on the 40 for a four-yard gain.

But a flag is thrown. A penalty is charged to the defense. San Francisco has two options: accept the penalty and gain five yards, or decline the penalty and let the play stand. If they had gained more than five yards, they would have declined, so Montana accepts the penalty, and the next play begins with San Francisco first and 5 on their 41-yard line.

Occasionally during play the computer will randomly generate a penalty against either team. Rarely, a penalty may be called against both teams on the same play. (This is called "offsetting penalties" and is described below.) The frequency and severity of penalties is based on the actual penalties called against the teams during the season of their Super bowl appearance. The screen will show the result of the play and the yardage that will be assessed if the penalty is accepted.

## 10.1 ACCEPTING AND DECLINING PENALTIES

To accept a penalty hit the **A** key when prompted at the penalty screen. To decline the penalty hit the **D** key when prompted. The game will continue automatically after either key is hit. In the solitaire and autoplay games the computer will accept or decline penalties based on the game situation.

## 10.2 OFFSETTING PENALTIES

When offsetting penalties occur, the computer will automatically nullify the play and reset the down. The computer will notify you if this is the situation. Hit any key to continue.

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## 4 MAN DEFENSIVE LINE



## 3 BACK OFFENSE



A three-back offense in which the FL is removed and an extra back placed directly behind the quarterback. This formation is used most often for short yardage plays.

Special Notes: this formation is not well-suited to pass plays. Only when you call a pass to the Split End will this formation appear. Running plays are not affected. With all other pass plays (except a throw to the FL2), the offense will line up in the pro-set. In a pass to the FL2, the offense appears in the four receivers formation.

On running plays, the players will arrange themselves so that the last man receiving the handoff will be the intended ball carrier.

## 10.3 INADVERTENT WHISTLE

Due to size of the program, it was impossible to deal with certain penalties near the goal line in a realistic manner. Therefore, if a penalty is called and accepted, the ball would be placed past the goal line. In these instances, the program automatically declines the penalty. For all purposes, the penalty does not exist and is considered a referee's mistake or inadvertent whistle, even though you will be asked to accept it or not. (Note also that the computer does not make provisions for penalties that would normally advance the ball only half the distance to the goal line.)

## 11.0 INJURED PLAYERS

Occasionally a player is injured and is removed for the remainder of the game. The computer will notify you when this has happened. If an offensive lineman or a defensive player is injured, the computer will automatically fill his position with the team's reserve player for that year. If a back or receiver is injured, the program removes the player from the game.

## 12.0 AUTOPLAY

The Autoplay game is the ultimate statistical replay game. The computer plays both the offense and defense, basing its decisions on how the team used its plays and players during the regular season that year. For example, if a certain back carried the ball for 37 percent of his team's running plays, then in Autoplay he will also run approximately 37 percent of the team's running plays. If the team passed 65 percent of the time, then in Autoplay you can expect the computer to pass for the team approximately 65 percent of the time.

To play the Autoplay, follow the instructions described in section 1.0.

## 12.1 INTERRUPTING AUTOPLAY

If your favorite team is not calling the right play, you can interrupt the decisions. While the screen is displaying the message "COMPUTER SELECTING DEFENSE" or "COMPUTER SELECTING OFFENSE," hit any key. Make your own selection and call the play. After you have made the offensive or defensive call, press RETURN, and the computer will again take control of play. You may interrupt as many times as you want.

## 12.2 REVIEWING AUTOPLAY

Just like the solitaire and two-player games, you can interrupt review the statistics of the game so far. You can interrupt Autoplay when the screen is displaying either "COMPUTER SELECTING DEFENSE" or "COMPUTER SELECTING OFFENSE," by hitting any key. This will interrupt the game. Before you go on to make the play call for the defense or the offense, key either L or D. The L key will display the player ratings and you will have an opportunity to print them out. The D key will display the player statistics for the game so far, which you may also print out. When the game is over, key D to review or print the final statistics for the game.

When you have finished looking at the statistics or ratings, press RETURN which returns you to the screens for selecting the play for the offense or defense. When you have selected the play, hit RETURN, and the computer will again take over play.

## 13.0 JOYSTICK CONTROL OF THE DEFENSE

During a two-player game it may be uncomfortable to crowd both players around the keyboard. It is also difficult to keep your play selections secret while your opponent is looking on. **Super Bowl Sunday** allows you to control the defense with a joystick. The joystick may only be used for defensive play selections. When you are playing offense, give the joystick to your opponent. Before starting the game, plug a joystick into port #2 of the computer.

When you are at the first defensive screen, pull the joystick in the direction indicated for your choice:
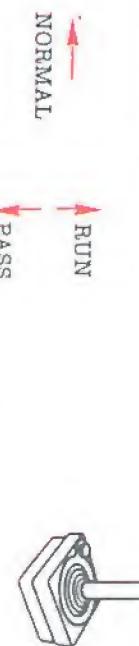


At the second defensive screen, again pull in one direction:

NORMAL
RUN
PASS

DOUBLE COVER RECEIVERS
BLITZ INSIDE LINEBACKERS
BLITZ OUTSIDE LINEBACKERS
ENTER 5TH DEFENSIVE BACK
6 MAN LINE
RUN KEY BACK #1
RUN KEY BACK #2
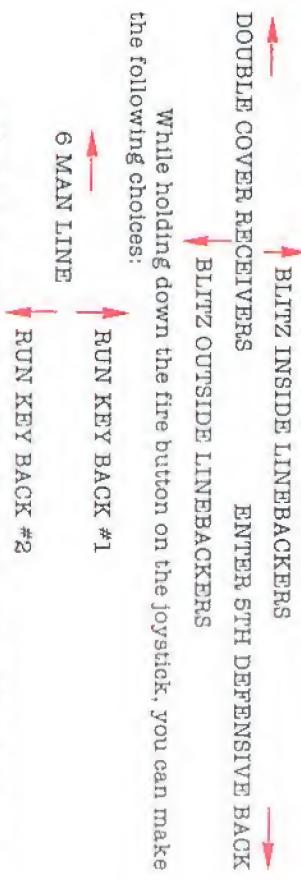
While holding down the fire button on the joystick, you can make the following choices:
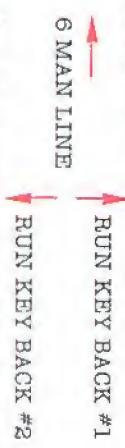
NOTE: You may continue to use the keyboard while the joystick is plugged in. Thus, if you want to blitz only one inside linebacker or double cover a specific receiver, you have to enter that command on the keyboard.

## 14.0 FORMATION AND SPECIAL DEFENSE DIAGRAMS

C = CENTER
G = GUARD
T = TACKLE
TE = TIGHT END
SE = SPLIT END
QB = QUARTERBACK
FL = FLANKER
BK = BACK

NG = NOSE GUARD
DT = DEFENSIVE TACKLE
ROLB = RIGHT OUTSIDE LINEBACKER
RILB = RIGHT INSIDE LINEBACKER
ROLB = RIGHT OUTSIDE LINEBACKER
RC = RIGHT CORNERBACK
LC = LEFT CORNERBACK
SS = STRONG SAFETY
FS = FREE SAFETY

Special Note: minor adjustments will be made by the defense based upon the offensive setup.